

December 3, 2002

Charitable Gaming Directive No. 4.02.01

# Millionaire Party (Seven Card Stud Poker)

#### **BACKGROUND**

Millionaire Party Rule 406(5) states in part: "All of the following millionaire party equipment and games are authorized: (e) Card games approved by the bureau." This directive approves Seven Card Stud Poker as a millionaire party card game and establishes instructions for its conduct.

## **DEFINITIONS**

- 1. "Betting Interval" means the period of play when each player has an opportunity to bet, check, raise, call, or drop.
- 2. "Call" means a player places enough chips into the pot to make their contribution equal to the contribution of any other player, but no greater.
- 3. "Check" means a player remains in the round of play but does not wish to place a bet, provided no previous player has made a bet during that betting interval.
- 4. "Drop", also known as fold, means a player discards their hand and no longer participates in the round of play.
- 5. "Hand" means the cards dealt to each player, seven in total, five of which are used to create a standard poker hand.
- 6. "Hi/Lo" means a variation of Seven Card Stud Poker in which the highest and lowest poker hands split the pot.
- 7. "Light Betting" means withdrawing chips from the pot to indicate how much a player owes the pot.
- 8. "Raise" means a player places enough chips in the pot to call, plus one or more chips.
- 9. "Round of Play" means the period of play commencing with the first card dealt by the dealer and concluding after 5 betting intervals, determination of a winning hand, and awarding of the pot.
- 10. "Wild Card" means a card that may serve as any other suit or value in making a poker hand.

## **TERMS AND CONDITIONS**

- 11. Seven Card Stud Poker shall be played at a table large enough to accommodate a dealer and up to seven players in such a manner to ensure that players may examine their cards without disclosing their value to other players.
- 12. Seven Card Stud Poker shall be played with one deck of cards, having 52 cards without jokers.
- 13. A player shall not bet on more than one hand in any round of play.
- 14. Wild cards are prohibited.
- 15. Light betting is prohibited.

- 16. Hi/Lo games are prohibited. Winners shall be determined by the highest ranking poker combination.
- 17. Any dispute concerning Seven Card Stud Poker shall be referred to the chairperson of the millionaire party.

#### **HOUSE TAKE**

- 18. The house shall collect its take using one of the following methods:
  - a. A required ante contributed by each player prior to each round of play.
  - b. A percentage of the pot after completion of the last betting interval.

#### GAME CONDUCT

- 19. All suits have the same rank. The rank of cards, from highest to lowest, shall be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in number 32(a) of this directive where the ace may be counted low.
- 20. Each player shall contribute an ante, if specified in the house rules, prior to the beginning of each round of play.
- 21. If the house take is based on a required ante, the dealer shall collect the ante.
- 22. The dealer shall shuffle the cards prior to each round of play.
- 23. All cards shall be dealt in a clockwise direction starting with the player nearest the left of the dealer.
- 24. The dealer shall commence betting interval 1 by dealing one card to each player face down, then a second card to each player face down, then a third card to each player face up.
- 25. Each player may examine their face down cards.
- 26. Each player shall keep their cards in full view of the dealer at all times and must ensure that they are examined in a manner that does not disclose to other players their value. Players may not exchange information concerning their hand.
- 27. Players that drop from the round of play shall turn all of their cards face down.
- 28. Betting for interval 1 shall proceed as follows:
  - a. The player with the highest card showing must bet.
  - b. In the event two or more players show a high card of equal rank, the player nearest the left of the dealer must bet.
  - c. Betting continues in a clockwise direction until each player has an opportunity to call, raise, or drop.
- 29. The dealer shall commence betting intervals 2 through 4 by dealing one card per interval face up to each player remaining in the round of play. Betting shall proceed as follows:
  - a. The player with the highest hand showing must bet or check.
  - b. In the event two or more players show high hands of equal rank, the player nearest the left of the dealer must bet or check.
  - c. Betting continues in a clockwise direction until each player has an opportunity to bet, check, call, raise, or drop.

- 30. The dealer shall commence betting interval 5 by dealing one card face down to each player remaining in the round of play. Betting shall proceed as defined in 29.
- 31. Upon completion of 5 betting intervals:
  - a. If only one player remains in the round of play, (i.e., all but one player has dropped), the player is not obligated to show their hand.
  - b. If two or more players remain in the round of play:
    - i. It shall be the obligation of the player who made the last raise to show their hand.
    - ii. If no player has raised, it shall be the obligation of the player who placed the first bet to show their hand.
    - iii. If no player has placed a bet, it shall be the obligation of the player with the highest hand showing to show their hand.
    - iv. In the event no player has placed a bet and two or more players show high hands of equal rank, it shall be the obligation of the player nearest the left of the dealer to show their hand.
  - c. Any player believing they have a higher ranking poker combination must show their hand.

## 32. The dealer shall:

a. Declare the last remaining player the winner if all other players have dropped or determine the winning hand among the remaining players in accordance with the following ranking of poker combinations:

Royal Flush is a hand containing an ace, king, queen, jack, and 10 of the same

suit.

Straight Flush is a hand containing five cards of the same suit in consecutive

ranking. An ace may count high or low.

4 of a Kind is a hand containing four cards of the same rank. Full House is a hand containing "3 of a Kind" and "1 Pair".

Flush is a hand containing five cards of the same suit but not in

consecutive ranking.

Straight is a hand containing five cards of consecutive rank regardless of

suit. An ace may count high or low.

3 of a Kind is a hand containing three cards of the same rank.

2 Pair is a hand containing two pairs.

1 Pair is a hand containing two cards of the same rank. High Card is a hand that does not contain 1 pair or better.

- b. Resolve tiebreakers in the following manner:
  - i. The poker combination comprised of the highest ranking cards shall be declared the winner.
  - ii. In the event of equal ranking poker combinations of 2 pair or 1 pair, the high card not used in the poker combination shall determine the winner.
  - iii. If a tie cannot be broken using the above methods, the pot shall be split equally.
- c. If the house take is based on a percentage of the pot, the dealer shall determine the value of the pot and collect the percentage as specified in the house rules.
- d. Award the remaining pot to the player with the winning hand.
- 33. The dealer shall collect all cards and shuffle them prior to the next round of play.

# MISDEAL

- 34. No misdeal may be called after the first bet.
- 35. In the event of a misdeal, a second ante shall not be required.

# **HOUSE RULES**

- 36. House rules must be in accordance with Millionaire Party Rule 407 and shall also contain the following information:
  - a. The required ante, if any.
  - b. The bet limit.
  - c. The method for collecting the house take, including the required ante amount or percentage of the pot to be collected.
  - d. The following statements:
    - i. Raises are limited to 3 per betting interval.
    - ii. Light betting is prohibited.
    - iii. If a player checks, that player shall not raise during that betting interval.
    - iv. During the first betting interval, the player with the highest card showing must bet.

Signed copy available upon request	
James E. Kipp, Acting Commissioner	Date